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SEGA SATURN™

T-5013H



The logo for Electronic Arts, featuring the letters 'EA' in a stylized, blocky font.

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**WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

Handling Your Compact Disc

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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GENERAL SECURITY CLEARANCE: STARTING THE GAME

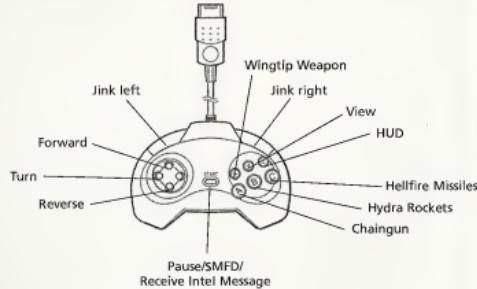
1. Make sure a control pad is plugged into the port labeled Control Port 1 on the Sega Saturn™ system.
2. Turn ON the power switch on your Sega Saturn system.
3. Open the disc tray and place the disc inside.
4. Press **START** to advance to the Title screen.
5. From the Title screen, press **START** to view the Main menu.



STANDARD CONTROL LAYOUT

Soviet *STRIKE* supports three Control Pads for the Saturn: the Standard Pad, the 3d Control Pad, and the Mission Stick.

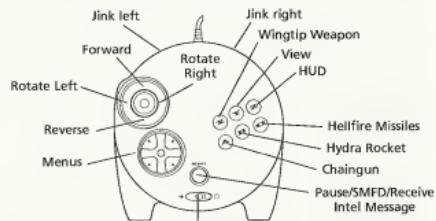
STANDARD PAD



• Press both Jink buttons + C to Drop Cargo.

Note: The Virtua Stick's controls are identical to the Standard Pad.

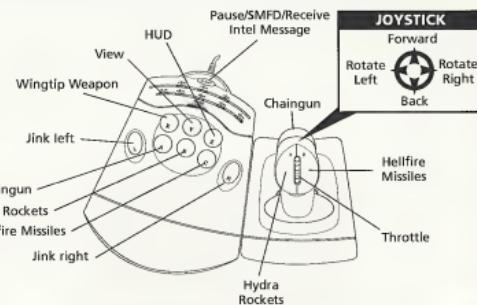
3D CONTROL PAD



Note: If set to Digital (+), the 3d Pad acts exactly as a Standard Pad.

• Press both Jink buttons + C to Drop Cargo.

MISSION STICK



• Press both Jink buttons + Throttle Back to Drop Cargo.

Note: There are four configurations for each Control Pad. See Config on p.6 for details.



OFF THE RECORD: WELCOME TO STRIKE

"War: Something we humans are quite good at. There was a time when we knew the bad guys. Battle lines were set. Choices were defined. But now madmen and terrorists have changed all of that.

"Our Global STRIKE Force responds to this new world disorder. We operate...outside normal channels. Our job is to anticipate potential wars and stop them before they begin. When things need to happen without 'Uncomfortable' political repercussions, we get the call.

"STRIKE maintains a worldwide network of covert facilities. Each location has regional operatives, hardware, munitions, and the best computers money can buy. If there's trouble brewing, you know that we won't be far away.

"But now we've got a nightmare scenario in Eastern Europe: The former Soviet Union. It's a lit powder keg with enough nuclear firepower to turn this planet into glass. And when situations like this reach the boiling point, we call in the best of the best. That's you."

General Earle

MAIN MENU: BOOT UP STRIKE.NET

The Main menu is where you take care of any necessary business prior to launching a campaign.

Press **C** to select the highlighted option.



Press **B** at any time to exit a category and return to the Main menu.

To select an option on the Main menu:

1. D-Pad \leftrightarrow to highlight a category.
2. Press **C** to select the highlighted category.

3. D-Pad \downarrow to highlight an option.
4. Press **C** to select the highlighted option.
5. Press **START** to begin a campaign.
- Press **START** to bypass a video or exit a demo.

LOAD/SAVE

ENTER: Enter a password. New passwords are issued at the end of each successful campaign.

To Enter a password:

1. Highlight **ENTER** and press **C**.
2. D-Pad \uparrow to cycle letters.
3. When the letter you want appears, D-Pad \leftrightarrow to move to the next space.
4. When you're finished, press **C** to confirm the password.
- Press **START** to begin that campaign.
5. Press **B** to return to the Main menu with your selection.

VIEW: View the password for your current level or see the one you've just earned.

LOAD: Load a saved game.

To Load a saved game:

1. Highlight **LOAD** and press **C**. The Load Game menu appears.
2. Highlight your saved game and press **C**.

SAVE: Save a game.

To Save a game:

1. Highlight **SAVE** and press **C**. The Save Game menu appears.
2. D-Pad \downarrow to cycle memory slots, and press **C** to select.
3. D-Pad \uparrow to cycle letters.
4. When the letter you want to enter appears, D-Pad \leftrightarrow to move to the next space.
5. Press **C** when you are done.

Note: You can save only when you have completed a full campaign. You cannot save in the middle of a campaign.

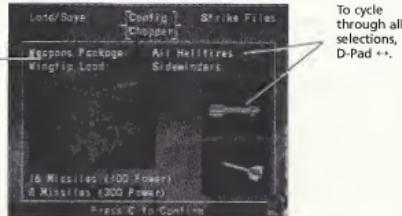
Note: To delete a saved game, consult your Sega Saturn documentation.



CONFIG

CHOPPER: Prep your chopper to best deal with the hot zone you're heading into.

To highlight WEAPONS PACKAGE or WINGTIP LOAD, D-Pad \downarrow .



When you have made your selections, press **C** to accept your selections, then press **B** to exit.

CONTROL: Configure the Control Pad in one of four ways. *Soviet STRIKE* detects the type of Control Pad plugged into your system and displays the four layouts available for that pad. See p. 3 for the Standard layout of each Control Pad.

- To cycle through available Control Pad layouts, D-Pad \leftrightarrow .
- When you have made your selection, press **C**.

AUDIO: Set the volume for both Music and Sound Effects.

- To highlight an audio type to configure, D-Pad \downarrow .
- To change the volume of the audio, D-Pad \leftrightarrow .
- When you have modified the configuration, press **C**.

LEVEL: Toggle between Normal and Easy difficulty levels. If you are new to the *STRIKE* team, select EASY, and your chopper is equipped with a more fuel efficient engine and ammunition twice as powerful as Normal.

- To toggle between NORMAL and EASY, D-Pad \leftrightarrow .
- When you have made your selection, press **C**.

STRIKE FILES

STRIKE files contain classified information that is available only to members of the *STRIKE* team.

- To play a file, highlight a file name and press **C**.
- To view the names of the people responsible for *Soviet STRIKE*, highlight CREDITS and press **C**.

CLASSIFIED SECURITY CLEARANCE: PLAYING THE GAME

QUICKSTART

Note: The instructions below assume you are using the Standard Control Pad with the Standard configuration. See *Config* on p. 6 for more information regarding the four configurations available for each Control Pad.

- Press the D-Pad to maneuver your Super Apache.
- Press **Left/Right SHIFT** to jink your chopper and avoid enemy fire.
- Press the **A**, **B**, **C**, and **X** buttons to fire your weapons.
- Press **Z** to toggle the Heads Up Display (HUD) on/off. Press **Z** + **Left** or **Right SHIFT** to adjust the brightness.
- Press **Y** to switch camera view from Classic to Chase.
- Press **START** to pause the game and access the Super Multi-Functional Display (SMFD).
- Press **START** to receive an Intel message when the *STRIKE* logo flashes on the screen.
- Hover over friendly forces, munitions, and other assets to automatically winch them up.
- Drop off cargo at the appropriate LZ (Landing Zone).
- Drop off passengers at specified Landing Zones to restore your armor.
- ★ Supplies are sometimes hidden inside structures or vehicles. Be careful: Using too much firepower may destroy the contents.
- ★ *STRIKE* recommends completing your missions in order.
- Return to Home Base when all of your missions are complete.
- To exit a campaign and return to the Title screen, press and hold **A+B+C+START**.

THE SUPER MULTI-FUNCTIONAL DISPLAY

Use the Super Apache's onboard SMFD to access *STRIKE.net*. Via high-speed Satellite Communications (SATCOM) links, you get all pertinent data on your Missions, enemy threats, friendly resources, maps of the area of operations, and situation reports (sitreps).

- To access the SMFD (and pause the game), press **START**.



To select an item:

1. D-Pad \leftrightarrow to highlight a SMFD category.
2. D-Pad \uparrow to access an item within that category.
3. Press the appropriate button(s).

UPPER ROW

Information in the upper row is grouped into the following categories:

MISSION: Breaks down a campaign into individual Missions. Each Mission can be completed in order...or not. Sometimes battlefield flexibility will win you the war.

ENEMY: Lists all hostile equipment.

ASSETS: Lists all friendly assets.

INTEL: Summarizes background information about the current campaign.

LOWER ROW

Each category from the upper row can be viewed in three ways:

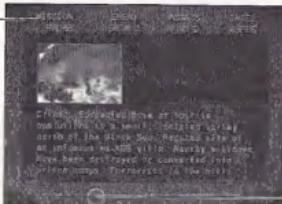
MAP



Selecting an item shows the location of the subject on your map.

Press **A** at the SMFD to access the Map.

INFO

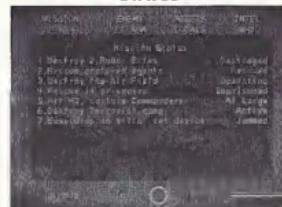


Press **B** once for a brief text overview of the selected item.

Press **B** a second time for more INFO—usually a voice annotated video file from STRIKE.net.

STATUS

Press **C** to view the current status of the Mission, Enemy, Assets, or Intel categories.



Press **Z** if it is blinking. You view additional screens of text if more information is available.

THE HEADS-UP DISPLAY (HUD)

Firepower is meaningless if you can't manage your resources. Fuel, Armor, and Ammo are your life blood. Use them with care. STRIKE will pre-position fuel pods, armor crates, and ammo packs for each campaign. You might even get lucky and find a special repair kit...

The Heads-Up Display (HUD) allows you to keep track of your Super Apache's resources and view your Directional Compass. There are also on-board warning signals to alert you to low fuel and armor. Pay attention to them.



Note: When the STRIKE.net icon appears, press START to access the message. (Press **A** to bypass the movie.)

- To toggle the Heads Up Display (HUD) on/off, press **Z**.
- To adjust the brightness of the HUD, hold **Z + Left** or **Right SHIFT**.



ATTEMPTS

You start with three attempts per campaign. The Super Apache can withstand substantial abuse, but only to a point. Your Smart Armor will realign to the Super Apache's interior space and cover the damaged areas after your first two crashes. After your third crash, the plug is pulled.

FUEL

You begin each campaign with 100 units of fuel, unless you configure the chopper with the Fuel Drop Pods on your wingtips (200 units). Don't loiter. Check the HUD for your fuel status and check the SMFD to locate pre-positioned Fuel Pods. Winch these pods up when you need to refuel. If you run out of fuel and crash, the Super Apache drains its internal systems to refill the fuel tanks.

ARMOR

You begin each campaign with 1500 units of Smart Armor. Each time you get hit your armor depletes based on the Power (Damage) of the enemy weapon. While unloading passengers at a Landing Zone, your Super Apache will refurbish its internal armor plating. Check the HUD for your armor status. Armor Repair Crates also provide magnetic armor plates if winched aboard, although they are notoriously hard to find.

AMMO

By default, you begin each campaign with a standard loadout. Check the HUD for your weapons status and refer to the SMFD to locate pre-positioned Ammo Packs. Winch these packs up for a full reload.

Note: Pre-positioned Ammo Packs do not reload Wingtip Weapons.

Action Button	Weapons	Number	Power Points
A	Chain Gun	1178 rounds	3
B	Hydra Rockets	38	25
C	Hellfire Missiles	8	100
	Wingtip Weapons	Number	Power Points
X	Sidewinder Missiles	8	300
X	Fuel Drop Pods	1	up to 500
X	ECMs (Chaff)	48	0 (Counter enemy missiles)

Note: The Electronic Counter Measure (ECM) momentarily confuses enemy radar. The Super Apache's ECM consists of tiny shreds of foil that deflect radar. The ECM is best deployed when the enemy has launched a missile.

Refer to Config on p. 6 to learn more about configuring your Super Apache with a custom mix of weapons.

SPECIAL WEAPONS

Look for special weapons pre-positioned within certain campaigns. Located in distinct packs, these weapons temporarily replace the standard armament. When brought onboard, check the HUD to note which weapon has been reloaded, then use the corresponding action button to fire.

Action Button	Special Weapons	Number	Power Points
A	Tank Gun	500 rounds	50
B	Twin Autocannon Codename: Hornet's Fury	450 rounds	5
C	Anti-Armor Missile Codename: Maverick	8	400
C	Cluster Bomb	8	25

Note: You MUST use up all special weapon ammunition before you can reload with the standard armament.

LOAD

Your load indicates the number of passengers you've got onboard. The Super Apache can carry a maximum of six passengers. When you drop them off at a landing zone, your Smart Armor restores 150 points of armor for each passenger you unload.

Note: Your copilot is not considered a passenger.

MISSION OBJECTIVES

Keep focused on the Mission at hand. If you want additional tactical hints, refer back to the SMFD for Video Info. If you're not sure if you've completed a Mission, check the Status display by pressing C while in the SMFD.



PICKING UP ASSETS

- To pick up friendly assets, just hover over the target. Your Super Apache's winch will automatically retrieve any asset under your chopper's shadow.

LANDING ZONES



Copilot
Unload Zone



Cargo
Unload Zone



Friendly
Landing Zone



Home Base

Landing zones are built for specific purposes.

VIEWS

You can pilot your Super Apache in one of two views: Classic or Chase View. With the Classic View, the camera is fixed at the rear of the chopper. Use the Chase View, and you can rotate the chopper to view the action from any angle.

- To change views at any time, press **Y**.

Note: Changing the view affects the way you control the Super Apache.

TIPS

- Various weapon power-ups and special devices can appear throughout a campaign. Keep alert for clues to their location and use.
- Change to Classic View for an unobstructed angle on what you are winching.
- Use the Jink buttons for precise control during winch attempts.
- When targeting an enemy unit, be sure to position your chopper properly. Sometimes head-on isn't the best way to take on a hostile force.
- Keep moving. A sitting duck is a dead duck.
- Stumbling into an Alert Zone is a bad idea. Take out enemy radar or power stations to blind the enemy. When alerted, enemy weapons have increased range, rate of fire, and power.
- Remain aware of your surroundings. The battlefield is acting and reacting to your activities. What you do in one area will directly affect another sector. Stay alert to the pattern of enemy movement.
- Information is power. Pay attention to your fellow STRIKE operatives. If you do not work as a team, you will not win.
- To pick up the cluster bombs in the Caspian Campaign, you must have configured the Apache with Hellfires in the Chopper Config screen before the beginning of the campaign.
- To pick up the Twin Autocannon, you must have configured the Apache with Hydras in the Chopper Config screen before the beginning of the campaign.

MISSION INTEL SITUATION: URGENT

BRIEFING MEMO

When the Union of Soviet Socialist Republics collapsed in November, 1991, no one was surprised at the rush to fill the void left by one of history's most awesome military powers. What the world was not prepared for, however, was the utter chaos that would leave the denizens clinging to life by a most precarious thread. Ethnic conflicts, food shortages, and a general lack of hope caught the media's opportunistic eye, and in no time the planet's democracies felt the squeeze of human interest. The United States bore the brunt of the criticism; thus, high-ranking officials sought to relieve media-induced pressure by offering humanitarian aid. Yet all recognized the secret to peace in the former Soviet Union was the covert defense of the Kremlin. As such, STRIKE was called in.

STRIKE TEAM PROFILE

The STRIKE Team operates outside the impractical limitations of government protocol and international law. It consists of a tactically brilliant general, a well-placed news correspondent, and one of the world's most prolific hackers. They communicate only through STRIKE.net, a high-speed, impenetrable network where they command inside operatives, including pilots and informants, in a quest to stifle the most ominous threat to Kremlin security, the Shadowman. Join the STRIKE Team as its number one pilot, and lay the Shadowman to rest.



CLASSIFIED DOSSIERS: STRIKE TEAM



GENERAL EARLE

STRIKE's commanding officer, General Earle enjoys the freedom to operate on his own initiative. And that's the only way he'd have it. The master tactician has earned the reputation of a crafty, no-compromise strategist who can spot and exploit weaknesses and hit enemies in places they didn't even know they had.

Earle also serves as the emotional foundation of STRIKE. His wisdom, directness and restrained intensity are an inspiration to the members of the Team. In a world of fire and shrapnel, he is their anchor to reality. They can trust this guy every time out.

**"HACK"**

Hack operates the STRIKE.net mainframes from a converted cell in the bowels of a Maximum Security Prison, where he's serving a life sentence for treason. It is no small irony that Hack was recruited because of the very crime for which he was indictedhacking into the National Security Agency's so-called "impenetrable" computer networkbut the Security Czar wanted the best, and he was willing to take a chance on the underground coding wizard.

Hack's job is to monitor hot spots, direct STRIKE.net's digital search engines, and communicate his findings to the Team. He is direct, efficient, clear, and, for the Team, a shining beacon in the darkness of combat.

**ANDREA GREY**

In the words of Colin Powell, "You can win the battle but lose the war if you don't handle the story right." It's Andrea's job to see that public opinion doesn't sway the outcome of the Team's hard work. Planted as a correspondent for the Global Broadcast Service (GBS), she flies into the heat of the battle to report the news as the Security Czar wants it to be perceived. Her intelligent commentary and tactful spin on actual events promote diplomacy and, when necessary, cover the tracks of the STRIKE Team.

In addition to her media relations duties, she serves the Team both as a source of intelligence and as a field agent. Her challenge in this endeavor is to convince President Yeltsin and the Kremlin cabinet of the situation's gravity and to calm the public through a masterful spin of the truth.



CLASSIFIED

INFORMATION
NOT AVAILABLE

THE SECURITY CZAR

More myth than substance, the Security Czar is the link between the STRIKE Team and the world powers. He is the puppeteer tugging the strings from the Pentagon to the Kremlin and beyond. No one knows who he is or for whom he works, though it is clear he is the link to a political system much more powerful and vast than anyone could imagine.



NICK ARNOLD

Nick is a hot shot chopper jockey. He was STRIKE's best pilot until you came along. The intensity and fearlessness Nick displays in combat tends to overshadow his sense of good judgment—this often throws him deep into a dangerous situation, requiring the STRIKE Team to bail him out.



IVAN URALIA

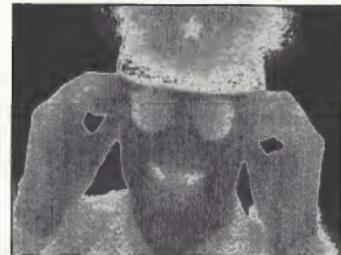
A Russian defector, Ivan left the Soviet Air Cavalry after he was lethally irradiated at Chernobyl. Besides the fact that he is a pilot with great skill and a source of intelligence in regard to the Russian mind, he possesses a suicidal impulse afforded only to those who have little time left.



AMAD

Amad is an ex-SAS commando and a pilot with a reputation for exactitude. He is well connected with the leaders of the Freedom Fighters who operate near the Caspian Sea, and he provides useful insight into the methods of the resistance.

CLASSIFIED DOSSIERS: ENEMY



THE SHADOWMAN

The mastermind behind the revolution, the Shadowman's identity remains unknown.



URI VATSIZNOV

An ex-KGB general, Vastinov was labeled a dissenter long before Yeltsin took office. His often fanatical rhetoric has led STRIKE intelligence to suspect that he is the Shadowman.

**VLADIMIR CEAUSESCU**

Power hungry Ceausescu could be the Shadowman's right-hand man. His specialty is acquiring uncountable sums of money via cooked books and, when necessary, force. He has been known to attempt hijackings.

**VILA CEAUSESCU**

Vladimir's psychotic daughter surfaces to avenge her father.

**SADISSA SAVAK**

A zealot (and for what cause it is not exactly clear to STRIKE), Savak seems to have no ambition but to seize and deploy weapons of mass destruction. His anger is directed against the rebels near the Caspian Sea.

**ALEXI KAPONOV**

Kaponov is a notoriously violent mob boss and Moscow's most influential operator.

**DR. UKRAINIAN**

The mad doctor runs the sanitarium in Transylvania where political prisoners are "treated."

**BORIS MORANOVSKI**

An ex-KGB head, Moranovski has the reputation of a top-notch mediator. His close ties with mob boss Kaponov have raised the eyebrows of more than one informant. He operates out of Moscow.

CAMPAIN OVERVIEWS

CRIMEA

Summary: Hack has traced an unusually large transfer from a Swiss bank account. STRIKE.net satellites have detected a number of POWs in the area, including STRIKE's hot shot pilot, Nick Arnold. The Synchronicity Threshold is finally tripped when the satellites locate a terrorist training camp.

The primary objectives of the campaign involve rescuing Nick and other POWs, destroying the terrorist camp, and eavesdropping on the Shadowman's classified communications.

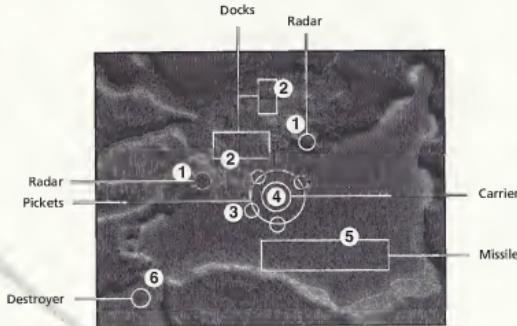




BLACK SEA

Summary: Immediately before his capture, Amad confirms reports that Vlad Ceausescu's terrorist troops are about to hijack a mothballed Soviet fleet. If Ceausescu escapes with the ships, the West will be forced to retaliate before Vlad can launch an ICBM. STRIKE must stop him.

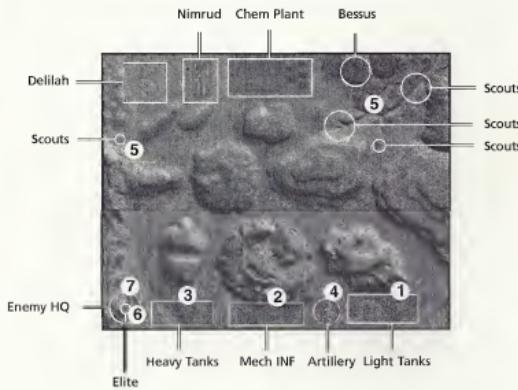
The primary objectives of the campaign are to recover the stolen ICBMs, cripple the Battle Cruiser before it reaches the Black Sea, and destroy Ceausescu's submarines and Amphibious Landing Craft.



CASPIAN

Summary: STRIKE learns that Sadissa Savak is rolling six formations of over 200 armored vehicles through mountain passes toward Grozney.

The single objective of this campaign is to stop Savak from seizing an ex-Soviet chemical weapons plant.

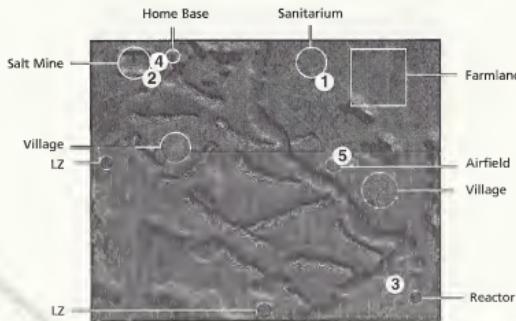




DRACULA

Summary: A freak nuclear accident necessitates a death-defying humanitarian rescue. Ceausescu's daughter Vila has her eye on the reactor core, as does the Mad Doctor Ukrainian. But STRIKE has other ideas.

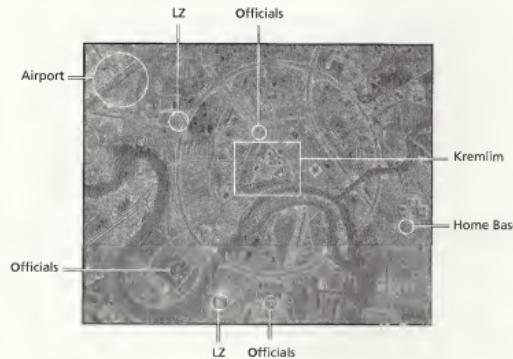
This campaign's primary objectives are the securing and disposal of the nuclear reactor core and the elimination of Vila and Doctor Ukrainian. Stay alert for further instructions.



KREMLIN

Summary: May Day. Moscow. A traditional parade through Red Square has been diverted in an attempt to catalyze a bloody coup. The tanks are rolling through the streets; the Shadowman's plan is in motion.

The primary objectives of the Kremlin Campaign are to extract Andrea, rescue the democratic cabinet, and unmask the Shadowman.





TOP SECRET SECURITY CLEARANCE: CAMPAIGN # 1 WALKTHROUGH: CRIMEA

WARNING!

The following information DIVULGES certain facts about the first two missions of this campaign. It's here in case you run into serious trouble. In no way is the reading of this section necessary for your successful completion of the game. FOR THE MAXIMUM CHALLENGE, REFRAIN FROM READING ANY FURTHER.



MISSION #1: DESTROY 2 RADAR SITES UNDERSTAND THE CAMPAIGN GOAL

1. Press **START** to boot up the SMFD. Highlight INTEL and press **B**. Read the screen text. Press **Z** if there is more information.
2. Press **B** again if you want to replay the Briefing video.
3. D-Pad \downarrow to cycle through each of the WHY/WHAT/WHO/ WHERE/HOW options, and check the INFO on them as described in Step 1.

REVIEW THE FIRST MISSION

1. D-Pad \leftrightarrow to highlight MISSION, then press **B**. Press **B** again for a tactical video briefing about this Mission.
2. When you're clear on the Mission briefing, press **A** to return to the map of Crimea.

STUDY YOUR MAP

1. **See what you have to work with:** Highlight ASSETS, then D-Pad \downarrow to highlight the various assets and view their locations on the map. Press **B** at any time to get information about each asset. (Press **B** again to view video.)
2. **Learn where hostile forces are lurking:** Highlight ENEMY, then D-Pad \downarrow to highlight the various enemy equipment and see their location on the map. Press **B** at any time to get text information about each vehicle. (Press **B** again to view video.)

Note: The Crimea Campaign is the only campaign in which all Fuel and Ammo can be viewed on the map.

PINPOINT AND DESTROY RADAR SITES

1. Cycle the MISSION category until RADAR appears, then locate the flashing blue diamonds on the Map screen. These are the radar sites.
2. Press **START**. You can now take off from Home Base.
3. Fly due East along the road. Bear left at the fork and proceed with caution. You'll see the first Radar Site immediately after the fork on the left side of the road.

Note: You will receive an urgent transmission from a STRIKE agent. To view this message, press **START**. Some broadcasts come in as video messages, some as audio only. Press **START** to return to the game. Once STRIKE has pinpointed your copilot, his location will show up as an asset dot on the SMFD Map.



1. Maneuver your Super Apache so the nearest enemy AAA is just in view, then fire a Hellfire missile or two Hydra rockets.
2. Destroy the second AAA with another missile or two Hydra rockets.
3. After you've destroyed the AAA defenses, use your chaingun to take out the radar dish, ground troops, and truck.
4. Now carefully continue East. Approach the second radar site from the South (so the guns won't target you) and disable the enemy guns before taking out the second radar dish.
5. Press **START** to access the SMFD and highlight MISSION.
6. D-Pad \downarrow to select RADAR, then press **C** for Mission Status. Verify that it is marked "Destroyed." Proceed to the second Mission.

MISSION #2: RESCUE CAPTURED AGENTS

1. By now your copilot Nick Arnold will be yelling for help; you must save him from a meeting with the firing squad. Fly East from the Radar Sites to the Prison Compound.
2. Move to the South side of the compound and blow a hole in the wall with the chain gun.
3. Carefully pick off the BRDM-2 on the other side of the wall (That's the four-wheeled recon vehicle.), then blow up the buildings in front of you with the chaingun.
4. Take out the AAA on the East side of the compound.
5. There are three rows of buildings in the North part of the compound. Take out the southern-most building in the middle row. Three figures appear. Pick up the middle one (that's Nick).
6. Once you've rescued Nick, start shooting up prison cells. There are more prisoners to be had, and they'll run out into the open once you blow open their cells. The mission is complete when you've rescued Nick and four additional prisoners.



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